

US Camarilla

Character Development Document

Member Name:

Membership Number:

Membership Class (Used):

E-mail address (if any):

Chapter/Domain affiliation:

Chapter Coordinators E-mail:

Lead Storytellers E-mail:

Character Name:

Genre:

This is the new Character Development Document for use with all characters in the sanctioned US Camarilla chronicle. By completing this document, you will earn 8 Experience Points that can only be spent on the Character used in this document. This document is designed to help the player and the Storytellers flesh out the character, filling in background and relevant character ties. It may be completed only once per character, though players are encouraged to update this document as their character evolves across the chronicle.

In addition to answering the questions below, a full Character Sheet must be attached, along with a brief history summary – not to be in excess of five pages. This summary is to be in point form and must cover all the salient events in the Character's past. Players are encouraged to expand upon this for their own satisfaction, and their Storyteller's edification, but that is not required for this document. All the following questions are to be applied appropriate to the Genre in question.

Note: The US NST staff thanks the Australian ST staff for their work in developing this document and allowing its use by the US Camarilla.

CONCEPT

Define the basic concept for your Character: how your character views him/herself and how he/she fits in to the World of Darkness. For some characters, this view applies to a current understanding; for others, the character concept is related to the character's behaviour and feelings from centuries ago. Either way, the character concept sets the overall theme for how the character is played.

General and Genre Specific Information

This section asks about all the basic information on your Character, and the relevant information on the Character's Genre and position within that Genre. All sections are first person Character/Player.

1. **What is your Character's name? List any associated pseudonyms.**
2. When and where were you born? When did you become a preternatural being?
3. Who brought you into the World of Darkness (Embraced, Ghouled, Awakened, etc.)?
4. Who have you enlightened (Embraced, Ghouled, Awakened, etc.)?
5. What is your lineage, Mortal and otherwise, where applicable.
6. What is your prime nationality, and what language do you speak?
7. **Which Genre is this Character derived from (Requiem, Forsaken, etc.)?**

8. **To which faction do you belong (Invictus, Blood Talon, etc.)?**

9. In which familial group do you belong (Clan, Seeming, Auspice, etc.)?

10. What positions do you hold, if any (King/Queen, Bishop, Hierarch, etc.)?

11. Where is your Haven, Sanctum, Hollow, etc? Describe it – go into detail.

a. What do you own in the way of mundane and supernatural resources?

12. Do you have any servants/Retainers/Allies? Who are your Contacts?

THE MORTAL WORLD

What were you like before you became what you are now? Do you still cling to your former life as a comfort, or have you turned so far away that you no longer are anything like you were? This section deals with your interaction with life and your interaction with the world on a day to day basis.

1. Do you still have your original Birth Certificate? If yes, what is your date of birth (e.g. 2000-01-01)?
2. Are you officially dead? If so, do you have a death certificate and what date did you 'die'?
3. Are you using your original identity? If not, what is your current identity and how long have you used it for?
4. What other aliases have you used?
5. Do you have a drivers license or any other official identification? Do you have any fake ID? When does your ID expire?
6. Are you or were you famous in mortal society? If so, why?
7. Do you have a police record? If so what?

8. Have you ever performed a crime? Detail if you have.

9. Has your character ever done drugs or drank heavily as a mortal or supernatural? If so, what are your characters thoughts on them?

10. Do you own a vehicle? If so what? Is it registered? When does the registry expire?

11. Do you a firearms license? Do you have gun?

12. Did your character attend University? To what level has the character been educated?

13. Has your character travelled overseas at all? When if you have?

14. Does your character have any living relatives? If so, detail them briefly

15. Has your character ever been married?

16. Does your character have any children?

17. Where do you live / sleep?

18. Do you have your haven to yourself or do you share it?

19. Does your haven have a phone? Power connected? Cable TV? If so, under what names are they?

20. Does your character have a mobile phone? If so, under what name is it listed?

21. Does your character work or have a job?

22. Do you have a credit card? How do you pay your bills?

23. Do you own any business?

MOTIVATION

What are the goals and drives that keep your Character going and guide his/her actions? A Character with no motivation reacts rather than acts. Such Characters often bore Players because they spend the majority of game time waiting for something to happen to which they can react. Characters with motivation, on the other hand, are always working toward some objective; such characters often actively drive their own plots and help enrich the game for everyone. Consider this when answering the following section.

Persona Information

The following questions pertain to the motivations and rationales employed by your Character and the internal forces that drive it in the World of Darkness. The answers should provide the Storytellers with insight into the Character's goals and objectives, and how these came to be.

1. What does your Character hope to accomplish in the near future; why these particular goals?
2. What are your Character's long-term goals?
3. What is the real reason the Character is in his/her current city? Apart from it's where you live...
4. What are your Character's greatest joys and fears?
5. What does your Character love, or hate, that stands out?
6. Which emotions are the primary drives for your Character?

7. Does your Character hold a vengeance against something/someone? Who? What? Why?

8. What are your character's relations with their Clan/Tribe/Seeming/etc.?

9. What are your character's relations with the Covenant/Order/Court/etc.?

10. What quirks does your Character have?

11. How does your Character dress? What props make your Character distinct?

12. How does your character view the Mortal world and its events?

13. What ties do you still have to the Mortal world and how do you manage those?

14. Political influence/involvement – who, what and where, directly or indirectly?

